Dance Dance Revolution ULTRAMIX 3

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Table of Contents

Introduction

Thank you for purchasing Konami's **DANCE DANCE REVOLUTION ULTRAMIX® 3**. For best results, we recommend that you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DANCE DANCE REVOLUTION ULTRAMIX® 3. is an original game product created by KONAMI CORPORATION and Konami Digital Entertainment-America. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.

Getting Started

SETTING UP YOUR XBOX® VIDEO GAME SYSTEM

1. Set up your Xbox® video game system according to the instructions in its Instruction Manual.
2. Press the Power button and the status indicator light will light up.
3. Press the Eject button and the disc tray will open.
4. Place the **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** disc on the Disc tray with the label side facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **DANCE DANCE REVOLUTION ULTRAMIX (DDR ULTRAMIX 3)**.

To avoid damage to discs or the disc drive
- Insert only Xbox®-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox® console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Memory Unit

To save edit data files for playing on other Xbox® video game systems, an Xbox® Memory Unit is required. Insert the Memory Unit into the available Expansion slot before starting play. You can load your edit data files from the same Memory Unit, or from any other Memory Unit containing previously saved edit data files.

NOTE: DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3) uses at least 14 Blocks of Memory Unit data to save each edit data file. Make sure there is enough free space on your Memory Unit before starting play. Do not insert or remove a Memory Unit while saving/loading files or after the power has been turned ON.

Connecting To Xbox Live®

Take Dance Dance Revolution Ultramix 3 Beyond the Box

Xbox *Live®* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable Dance Dance Revolution Ultramix 3 Content

If you are an Xbox *Live®* subscriber, you can download the very latest content to your Xbox® console.

Connecting

Before you can use Xbox *Live®*, you need to connect your Xbox® console to a high-speed or broadband Internet connection and sign up for the Xbox *Live®* service. To determine if Xbox *Live®* is available in your region and for information about connecting to Xbox *Live®*, see: **www.xbox.com/connect**.

Using the Controller

Controller S controller

Left trigger — Right trigger

Left Thumbstick — Y button — B button — X button — A button

BACK button — START button — Black button — White button

Directional pad — Right Thumbstick

1. Insert the Xbox® Controller into any controller port of the Xbox® console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox® Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox® Controller to play **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**.

Basic Game Controls

Directional buttons . . . . These buttons control up, down, left and right movements
Ⓨ button . . . . Up
Ⓑ button . . . . Right / Cancel Selection
Ⓐ button . . . . Down / Confirm Selection
Ⓧ button . . . . Left
🄛, 🅁 triggers . . . . These buttons are used in EDIT MODE. See page 27 for EDIT MODE details.
◄ button . . . . Refer to specific mode for function
► button . . . . Start Game
Press and hold ► or ◄ button . . . Ends the current round and returns to the previous menu.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

Using the Dance Dance Revolution™ Controller

Using the Dance Dance Revolution™ Controller

BACK button: Refer to specific mode for function

START button: Start Game

B button: Cancel Selection

A button: Confirm Selection

Directional Arrows ↑, ↓, ←, →: Step on the arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

Press and hold **BACK:** Resets the current game and returns to the previous menu.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to other sections in this instruction manual for more information.

How to Play

DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3) is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the DDR Controller that correspond to the arrow(s) that appear on-screen. The correct dance arrow must be pressed when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen.

Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.

TIP: Listen to the music as you play and press the arrows to the rhythm of the beat.

TIP: Keep an eye on the bottom of the screen with navigating menus. Controller options will continually scroll through the nav bar.

Gameplay Screen

DANCE GAUGE
MODE DISPLAY
STEP ZONE

ARROWS

FREEZE ARROWS

SCORE

Starting the Game

After the introductory logos are displayed, the Title Screen will appear. Press the Ⓐ button or the Ⓞ button to bring up the MODE SELECT Screen. Select from GAME MODE, PARTY MODE, FREESTYLE, QUEST MODE, WORKOUT MODE, CHALLENGE MODE, Xbox *Live*®, TRAINING MODE, EDIT MODE, JUKEBOX MODE, OPTIONS or Karaoke Revolution®. Confirm your selection with the Ⓐ button.

NOTE: There are many different songs in DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3). Some songs cannot be played until they are unlocked. Do your best and try to unlock them all!

GAME MODE: This is the main mode for DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3) and is similar in style of play and difficulty as other versions of the game.

PARTY MODE: This mode allows players to play with and compete against their friends. Choose from Attack Mode (a head-to-head competition in which individual directional arrow combos attack or defend against your opponent), Bomb Mode (a 2-4 player competition to try and blow up your opponent), Quad Mode (a single player mode where one player attempts to dance to songs on 4 dance pads), Sync Mode (a 2-4 player mode in which all the players must synch their steps—one GOOD step by anyone and the round is over), Score Battle (a high score competition involving 2-4 players simultaneously) or Point Battle (a head-to-head competition based on step accuracy).

FREESTYLE: Think you've got what it takes to be the best? Then strut your stuff in FREESTYLE MODE (for 1-4 players). There are no preset arrow patterns here, it's just you and the music. When the music starts, boogie down because the judges will be watching. At the end of the song, you'll be judged on your performance. Keeping the beat and originality will be rewarded.

QUEST MODE: Take your skills on a tour as you tour North America in a quest to become the ultimate dancer! With more than 60 cities to visit, you'll have to hone your abilities as you move from venue to venue. Play well enough and you'll be recognized by the local fanbase. Conquer all the cities to be crowned DDR Champion!

WORKOUT MODE: Configure your workout profile and check your progress by entering WORKOUT MODE. This mode adds fitness goals while counting the number of calories consumed during play. You can also track your results over a period of time. Once you enable WORKOUT MODE the game will track burned calories no matter what you are playing.

CHALLENGE MODE: Test your skills by completing specific challenges in preset songs. CHALLENGE MODE is a great way to push your dancing skills to the limit!

XBOX *LIVE*®: Go online with Xbox *Live*® to play with friends, compare scores with people around the country as well as upload and download user-edited step data. Earn the highest ranking online and prove to the world that you are the best! You can also purchase additional songs for **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** and expand your music collection.

TRAINING MODE: Having trouble mastering a particular song? Can't quite learn a tricky step? TRAINING MODE is the perfect place to practice difficult songs.

EDIT MODE: Modify an existing routine, or create a new one—the choice is yours! Save your custom step-chart and play it later, or upload it to Xbox *Live*® and share it with the world.

JUKEBOX MODE: Sometimes you just want to listen to the music. Setup a custom playlist or play one of the default collections.

OPTIONS: Customize the **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** settings to your individual tastes. You can also view your records in this section.

KARAOKE REVOLUTION®: Get a sneak peek at *Karaoke Revolution® Party* in this exclusive two song demo!

NOTE: In order to play the demo, you will need to have a Xbox *Live*® headset communicator or an Xbox compatible microphone.

GAME MODE

At the MODE SELECT Screen, highlight GAME MODE and press the Ⓐ button to select a play style. Select from SINGLE or DOUBLE play mode and confirm the selection with the Ⓐ button.

SINGLE: One controller per player (4 Panels per player)

DOUBLE: One player uses two controllers. (8 Panels per player)

After the style has been selected, select a difficulty level using Up and Down on the Directional pad. Select from BEGINNER, LIGHT, STANDARD, HEAVY or ONI difficulty and confirm the selection with the Ⓐ button. Up to three additional players can join in by pressing the Ⓐ button on their controllers.
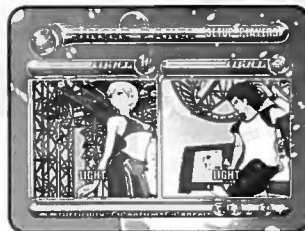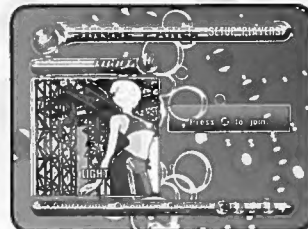
BEGINNER: The easiest difficulty designed specifically for new players. Follow the on-screen dancer to learn how to step properly.

LIGHT: Default difficulty for each song where dance steps follow normal patterns.

STANDARD: Intermediate difficulty with more complex dance moves.

HEAVY: Strictly for DDR pros. This is the hardest level of difficulty. Dance steps follow insane patterns.

ONI: Strictly for DDR pros. This difficulty class is similar to HEAVY but the dance steps are very tricky and designed to be an added challenge for the most expert of dancers. Not all songs support this difficulty class.

GAME MODE (GETTING STARTED)

1) SELECT MUSIC

After the play style and difficulty level have been selected, the Select Music Screen will appear. Use the left/right directional buttons on the controller or the left/right Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.

While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm your song selection by pressing the Ⓐ button.

CHANGE DIFFICULTY

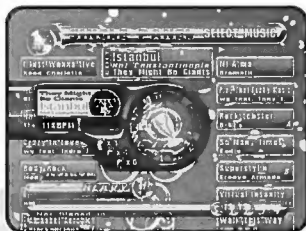Tapping the up/down directional buttons or up/down Directional Arrows on the DDR Controller will toggle between the BEGINNER, LIGHT, STANDARD, HEAVY and ONI difficulty settings. The colors associated with these difficulties are pink (BEGINNER) yellow (LIGHT), blue (STANDARD), green (HEAVY) and red (ONI).

Within these difficulty classifications, a foot rating and groove radar rates the difficulty of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

FOOT RATING

The foot rating scale is the original DANCE DANCE REVOLUTION rating system based on a ten foot scale. The higher number of feet in a song indicates a harder difficulty (1 = easiest, 5 = average, 10 = hardest). The ratings for LIGHT, STANDARD and HEAVY are always shown. There are no ratings for BEGINNER or ONI.

GROOVE RADAR

The groove radar is a graphical representation of a song's difficulty based on the following five attributes:

- **STREAM:** Overall density in the dance step patterns.
- **CHAOS:** The degree of irregularity/complexity in the step patterns.
- **FREEZE:** The number of freeze arrows in the step patterns.
- **AIR:** The number of jumps (i.e., player's airtime) in the step patterns.
- **VOLTAGE:** The degree of maximum density in the dance step patterns.

Each song is calculated with these five attributes, plotted on a pentagonal chart and graphed. The resulting graph occupies a specific area on the pentagonal chart. As a general rule, when the overall area increases, the difficulty of the song increases.

MUSIC SORTING

By selecting Sort from the song selection, the songs can be sorted according to default arrangement, alphabetical order (ABC), speed of song (BPM), artist order (ARTIST) or displayed with banner graphics (BANNER). Toggle the different sorting classes by pressing the Ⓞ button or SORT repeatedly.

ACCESS EDIT DATA

By pressing the up or down button on the Directional pad, you can load customized edit data that was previously saved on your Xbox Hard Drive. If a song has edit data available for it the word "EDIT" will appear on the song's text box. Scroll through the difficulties until you see the desired edit. Edit data shows up in Purple. Press the Ⓐ button to select the edit data and it will use the customized steps during the game. For more information on EDIT MODE, see p. 27.

RANDOM SELECTION

The song selection screen features a RANDOM option which will randomly pick a song from the available songs.

2) ARROW OPTIONS

Arrow Options can be selected for each song by pressing and holding down the Ⓐ button when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a multiple player game, all players can independently set their own Arrow Options at the same time using the same Options Menu. When the desired Arrow Options are selected and finalized, highlight EXIT and press the Ⓐ button to exit the menu and begin playing the previously selected song.

SPEED: Adjust the scrolling speed of the dance steps by six different speed levels: x0.5, x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

BOOST: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

APPEARANCE: The appearance of the dance steps during gameplay can be altered as follows:
- **VISIBLE:** Dance steps are fully visible at all times (normal default setting).
- **HIDDEN:** Dance steps will vanish unexpectedly.
- **SUDDEN:** Dance steps will appear unexpectedly.
- **PHANTOM:** Dance steps appear unexpectedly and then disappear shortly thereafter.

STEALTH: Dance steps are not displayed on-screen at all.

TURN: The dance step patterns can be rearranged as follows:
   OFF: Dance step patterns are not rearranged (normal default setting).
   MIRROR: This mode rotates the dance step patterns 180 degrees.
   LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.
   RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.
   SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

OTHER: Very fine adjustments to the difficulty can be made as follows:
   OFF: No fine adjustments to the difficulty (normal default setting).
   LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.
   FLAT: All dance steps are displayed in the same color.
   SOLO: Dance steps are displayed in colors based upon beat unit. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.
   DARK: This mode makes you play without a step zone.
   HELP: Special arrows that increase the dance gauge when hit properly.

SCROLL: The scrolling method of the dance steps during gameplay can be adjusted as follows:
   STANDARD: Dance steps scroll from the bottom of the screen to the top.
   **REVERSE:** Dance steps scroll from the top of the screen to the bottom.

FREEZE ARROW: The inclusion of freeze arrows in the song's step patterns can be toggled ON/OFF. This setting only affects songs that feature freeze arrows.

3) BEGIN PLAYING
Dance to the beat and keep choosing songs until you pass out from exhaustion!

PARTY MODE

In this mode you can choose between ATTACK, BOMB, QUAD, SYNC, SCORE and POINT.
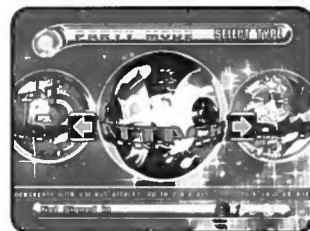
ATTACK MODE
In Attack Mode you can compete head to head in a challenge to knock the opponent's Step Zone down to 0. Use individual arrow direction combos to attack your opponent or defend yourself against attack. Get a five arrow combo of Down Arrows and send your Step Zone down a level. Get five up arrows to recover from an opponents attack and move your step gauge up a level. A Left Arrow five combo will send a virus to your opponent so that his next attack or recover will not work. A Right Arrow five combo will create a firewall to block a virus attack.

STARTING ATTACK MODE
1) Select Attack Mode.
2) View the rules screen then Press Ⓐ.
3) If you have an additional friend who wishes to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button to advance.
5) If you have a CPU opponent, you will have to choose a difficulty level (0 is easiest and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Attack competition.

TIP: You can toggle assist by pressing the ◀ button for novice players in the player setup screen.

BOMB MODE
In Bomb Mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to avoid the bomb and have it blow up your opponents. You need to get a Five Combo to pass the bomb before its time runs out and it explodes to put you out of the game. If you are holding the bomb at the end of the song you lose.

STARTING BOMB MODE
1) Select Bomb Mode.
2) View the rules screen then press Ⓐ.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button to advance to the next screen.
6) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad.
8) Select the song and begin the Bomb competition.

   TIP: You can toggle assist by pressing the ◀ button for novice players in the player setup screen.

QUAD MODE

In Quad Mode, one player can play with 16 Panels by using 4 Dance Pads.

STARTING QUAD MODE
1) Select Quad Mode.
2) View the rules screen, then press Ⓐ.
3) Select difficulty by pressing up or down on the Directional pad.
4) Select the song and press the Ⓐ button.
5) Choose the order for your Dance Pads. Press left or right to select a Controller port and then press the Ⓐ button on each controller to confirm. You will do this 4 times.
6) Begin Quad Mode.

SYNC MODE

In Sync Mode you can compete with 1-3 friends or computer buddies (for a maximum of 2-4 players simultaneously) in a challenge to see if you can all synch your steps and make it through the entire song without missing a step. One GOOD step or lower by any player and the game is over. This is very challenging for a group.

STARTING SYNC MODE
1) Select Sync Mode.
2) View the rules screen then press Ⓐ.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button to advance.
6) If you have a CPU buddy, you will have to choose a difficulty level (0 is easiest and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad
8) Select the song and begin the Sync challenge.

SCORE BATTLE

In Score Single (4 Panels) mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to see who can get the highest total score. In Double (8 Panels) you play head to head against a single opponent.

STARTING A SCORE BATTLE
1) Select Score Battle.
2) Select either Single (4 Panels) or Double (8 Panels).
3) Press the direction right or left to scroll between 2 and 4 players in Single Mode. In Double Mode, you always have a single opponent. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button to advance to the next screen.
6) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad.
8) Select the song and begin the Score Battle competition.

POINT BATTLE

This is a two-player head-to-head contest where each player starts with 16 points. Each step is measured against the other and if one player has a better step (i.e. "PERFECT" over "GREAT," "GOOD" over "ALMOST," etc.) than their opponent, then a point is taken away from their opponent. The first player to lose their points loses the match. You can Play Single (4 Panels) or Double (8 Panels).

STARTING A POINT BATTLE
1) Select Point Battle.
2) Select either Single (4 Panels) or Double (8 Panels).
3) If you have an additional friend who wishes to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button to advance.
5) If you have a CPU opponent, you will have to choose a difficulty level (0 is easiest and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Point Battle competition.

TIP: Using the HELP option in arrow options will make your PARTY MODE games more fun and longer lasting.

FREESTYLE

FREESTYLE MODE differs from traditional **DANCE DANCE REVOLUTION** play because there are no arrows to follow. Instead, the goal is simply to dance to the music. You can dance however you like, so long as you keep time to the music and have fun. The game will score you on accuracy, timing and originality.

HOW TO PLAY

1) Select FREESTYLE MODE from the Main Menu and press the Ⓐ button to confirm.
2) Press the Ⓐ button on any controller that will be joining in. Empty slots will be filled by CPU opponents.
3) Choose your song and press the Ⓐ button to confirm.
4) Start dancing!

The chart at the bottom of the screen gives you a relative idea of your score compared to the other players. The bigger the graph, the better your performance. The player in first place will have a flashing groove meter and be featured on the stage.

Keep an eye on the screen as the game will occasionally pop up suggestions on how to improve your score. Incorporating these suggestions into your routine will help you achieve a high score.

TIP: In order to score well in FREESTYLE MODE you must use a variety of dance steps. Repeating the same steps over and over will result in a low score.

QUEST MODE

Prove to the world that you are the **DANCE DANCE REVOLUTION** champion! Make your way across North America, visiting cities and competing in local **DANCE DANCE REVOLUTION** competitions. Perform well and you will start gaining fans. Perfect your moves and be recognized as the top **DANCE DANCE REVOLUTION** player in the city. Every city has a different fanbase requirement, so you'll have to work hard to win them all. Up to four players can compete in QUEST MODE.

CONTROLS FOR QUEST MODE

Ⓐ button . . . . Confirm Selection
Ⓑ button . . . . Cancel Selection / Back
Ⓒ button . . . . View Continent Map
⬅/➡ directional buttons . . . . Scroll text

START YOUR QUEST

1) Select QUEST MODE from the Main Menu and press the Ⓐ button to confirm.
2) Choose your difficulty and press the Ⓐ button to confirm.
3) Choose a city to compete in and press the Ⓐ button to confirm. The target fanbase goal will be displayed whenever you visit a city.
4) Pick your initial song and press the Ⓐ button to confirm.
5) After the first song is finished further songs will be chosen randomly.
6) Press the Ⓑ button at the song summary screen to quit back to the map screen.

You'll run into a number of NPC characters as you adventure across the country. Be sure to listen to what they have to say. Some may even offer to sell you items that will help you on your quest!

TIP: Completing QUEST MODE will unlock hidden secrets in the game.

TIP: Using the HELP option in arrow options will make it easier to obtain your fanbase when you are stuck.

WORKOUT MODE

Unlike prior **DANCE DANCE REVOLUTION** games, WORKOUT MODE does not feature any gameplay. Instead, this is where you will configure your workout profile and enable calorie tracking throughout the rest of the game. Instead of playing workout specific courses, you simply play **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** as normal and the game will automatically track your progress!

WORKOUT PROFILE

The game supports four workout profiles, one per controller plug. You can customize the profiles so that **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** keeps track of your progress. It is a great way to exercise while having fun at the same time!

The workout profile has the following settings:

Profile Name: Press Ⓐ to enter your name. Highlight "done" and press Ⓐ once more to confirm.

Weight: Press left or right on the directional pad to enter your weight. It will be displayed in pounds as well as kilograms.

Workout Switch: Turns WORKOUT MODE ON/OFF. When ON your progress will be tracked anytime you play.

Workout Record: Press Ⓐ to display your workout record. This is a complete history of your progress.

Exit: Quit WORKOUT MODE and return to the main screen.
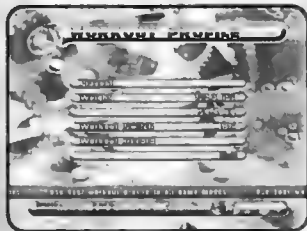
TIP: You can tell if WORKOUT MODE is active by checking the song selection screen. If you see a heart icon next to the player icon WORKOUT MODE is enabled and the game is tracking your progress.

TIP: If you are looking for a good workout, try enabling WORKOUT MODE and then playing QUEST MODE. You will be able to dance non-stop for hours on end!

CHALLENGE MODE

This mode requires you to complete specific challenges while playing pre-selected songs or a part of a song. These challenges cover a wide variety of songs, difficulty settings and scenarios. In most cases, the objective is not to play a song from start to finish, but instead, play portions of songs with various requirements or conditions.

Challenge Mode is recommended for advanced players, but various difficulty levels allow anyone to enjoy this mode. There are ten difficulty levels (SIMPLE, MODERATE, ORDINARY, SUPERIOR, MARVELOUS, GENUINE, PARAMOUNT, EXORBITANT, CATASTROPHIC, APOCALYPTIC) and each difficulty level contains six challenges. Work your way through each challenge and after you have successfully completed a difficulty class, move up to the next set of challenges in a higher difficulty.
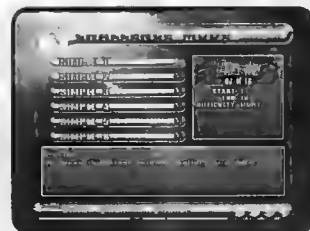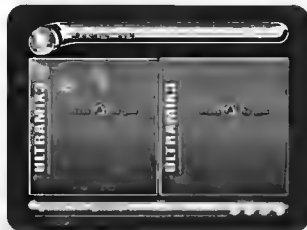
XBOX Live®

If you are a subscriber to the Xbox *Live®* service, you can use Xbox *Live®* to go online and play **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**, download new songs, upload/download user-edited step data, rank your best scores against other players across the country and even chat with other DANCE DANCE REVOLUTION fans.

STARTING AN Xbox *Live®* GAME

1) Select Xbox *Live®* from the Title Screen.
2) Select a live account and logon to Xbox *Live®*. If you do not have an account you can create a new one. Please refer to your Xbox *Live®* manual for further instructions.
3) Enter your pass code and logon.
4) Follow the on-screen instructions.

XBOX LIVE® MENU BAR

Once you are successfully logged on to the Xbox *Live®* service, the Menu Bar will appear on the left hand side of the screen. You can use the Menu Bar to quickly and easily navigate through the different online options.

CONTROLS FOR XBOX LIVE®

Ⓐ button . . . . Confirm Selection
Ⓑ button . . . . Cancel Selection / Back
Ⓞ button . . . . Toggle Window
Ⓞ button . . . . Move to Next Tab

MATCH BROWSER

The Match Browser is where you can join a multiplayer game or create your own. Use the Ⓞ button to cycle between Quick Match, OptiMatch and Create Match options. You can also toggle to the right window with the Ⓞ button and cycle between Online Players, Friends and Recent Players.

Quick Match: This is the fastest way to get started. Select QuickMatch and it will randomly select a game for you from the available online games.

OptiMatch: Search for an open game with specific settings. Press left or right on the Directional pad to open the OptiMatch filter. You can choose from the following options:
    Game Mode: Single, Double or Any
    Game Type: Score, Attack, Bomb, Point or Any
    Difficulty: Step Difficulty Level. Choose from LIGHT, STANDARD, HEAVY or ANY.
    Song: Select any currently available song that you have unlocked or downloaded.

Create Match: Create a custom game. You can create a private game for friends or a public game to take on all challengers. You can choose from the following options:
    Game Mode: Single or Double
    Game Type: Score, Attack, Bomb or Point
    Difficulty: Step Difficulty Level. Choose from LIGHT, STANDARD or HEAVY.
    Song: Select any currently available song that you have unlocked or downloaded.

    Public Slots: The number of slots available for all players to join.
    Private Slots: The number of slots reserved for your friends.
    Create Match: Creates the match.

Online Players: View all players currently playing **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** on Xbox *Live®*.

Friends: View your Xbox *Live®* Friends List.

Recent Players: View the GamerTags of players that you have recently competed against.

MESSAGES

DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3) includes a built-in messaging system that makes it easy to keep in touch with fellow players with e-mail and voicemail. You can even send custom edit data to other players! Be sure to check your messages on a regular basis. You never know what will be waiting for you.

Browse Messages: View messages that others have sent you.

Create Message: Compose a new message to send to others.

Reply to Message: Reply to a message in your inbox.

Forward Message: Forward a message to another player.

Delete Message: Delete an unwanted message.

Send/Receive: Check for new messages and send messages that you have written.

Block User: Prevent a particular user from sending you messages.

CHAT ROOM

If you're waiting for friends, or just want to relax with other players, the Chat Room is the place to do it. You can join an existing room or create your own. Chat Rooms can support up to 16 users at a time and you can make them public or private.

Chat Room Name: Give your room a custom name.

Song: Choose a song to play as background music while in the chat room.

Public Slots: The number of slots available for all players to join.

Private Slots: The number of slots reserved for your friends.

Create Chat Room: Create the Chat Room and automatically enter.

PREFERENCES

Customize your online experience to your personal tastes.

COMMUNICATION PREFERENCES

Friends List: View your Xbox *Live®* Friends List.

    Recent Players: View the GamerTags of players that you have recently competed against.

Voice Output: Toggle voice ON, OFF or THRU TV.

Voice Mask: Disguise your voice.

Block Publisher Messages: Prevents all messages from Konami.

Block User Messages: Blocks all messages from other users.

PLAYER PREFERENCES

Change Account: Sign-in to Xbox *Live®* with a different account.

Player Status: Choose whether you appear ONLINE or OFFLINE to other players.

Player List Refresh Rate: Sets how fast your system refreshes the server list. Choose from 1 minute, 5 minutes, 15 minutes, 30 minutes, or 60 minutes.

Player Type: Let other players know your skill level. Choose from BEGINNER, INTERMEDIATE, EXPERT or PHREAK.

Post Solo Play Records: Allows the system to upload the high scores you achieve in single player mode.

MATCH PREFERENCES

Default Match Name: Choose a name to use every time you create a new Match.

Default Chat Room Name: Choose a name to use every time you create a new Chat Room.

Default Song: Choose a song to use every time you create a new match.

Using Dance Mat: Specify if you are playing with a Dance Mat or a controller.

Dance Mat Proof: Specify what type of Dance Mat you are using to play by including a text description.

RANKINGS

See how you rate against other players! You can view the Top 100 players, see where you rank overall or check out the rankings of your friends. This is also where you can download edit data created by other users or share your own custom creations.

Score Battle Rankings: Check out the top scores for Score Battle.

Point Battle Rankings: Check out the top scores for Point Battle.

Attack Mode Rankings: Check out the top scores for Attack Mode.

Bomb Mode Rankings: Check out the top scores for Bomb Mode.

CREDITS GAME Rankings: Check out the top scores for the CREDITS GAME.

Overall Rankings: See who the best Overall player is worldwide!

Download Edit Data: Download custom edit data that has been created by other players.

Share Edit Data: Share custom edit data that you have created.

DOWNLOAD CONTENT

Use Xbox *Live®* to purchase new songs for **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**. To purchase a Song Pack simply highlight it and press the Ⓐ button. A confirmation screen will pop up informing you of the cost and asking if you really want to purchase. Press the Ⓑ button a second time to confirm the purchase. Your account **WILL BE CHARGED** and the download will begin. New content may be added periodically, including **free** downloadable Song Packs, so always check this area to see if there is anything new to download.

Once the Song Pack has been downloaded you will be able to use it in both the single player and multiplayer portions of the game. If you have any Song Packs on your Xbox® Hard Drive from **DANCE DANCE REVOLUTION ULTRAMIX** or **DANCE DANCE REVOLUTION ULTRAMIX 2** you will be able to use them with **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**.

EXIT

Quit Xbox *Live®* and return to the Main Menu. This will sign you out of Xbox *Live®*. If you are a silent sign-in user, you will not be signed out when selecting the EXIT option.

TRAINING MODE

The Training Mode is designed to help you practice difficult songs featured in **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion that is giving you trouble.

TRAINING MENU SETTINGS:

SONG: Select the song you wish to practice by pressing left or right on the Directional pad. The song that is currently displayed on the screen will be the song you will practice.

STYLE: Select from SINGLE or DOUBLE.

DIFFICULTY: Select BEGINNER, LIGHT, STANDARD, HEAVY or ONI difficulty. It will also cycle through any available Edit Data for the chosen song.

HANDCLAP: This setting helps you learn the timing needed to hit the arrows correctly by using handclaps.

METRONOME: This setting helps you learn the rhythm needed to hit the arrows correctly by using a Metronome.

TIMING: Instead of BOO, GOOD, GREAT and PERFECT, this setting tells you the timing of your step with Early, Late, Just (Perfect) and Miss.

MUSIC: Toggle the music ON/OFF.

MUSIC SPEED: Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

PLAY AREA: Choose WHOLE to play the entire song or CUSTOM to play a portion of the song.

START: When practicing a portion of a song, use this setting to choose the starting point.

END: When practicing a portion of a song, use this setting to choose the ending point.
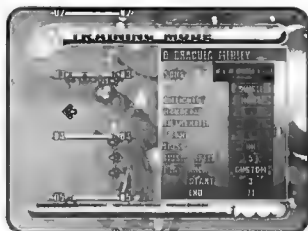
EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**. Dance routines can be saved to a memory unit or the Xbox® hard drive for future playback or editing. Additionally, the dance routines can be used in Game Mode and Training Mode. Edit data can also be uploaded and downloaded via Xbox *Live*®.

NOTE: It is recommended that you use a regular Xbox® controller when creating edit data in EDIT MODE.

CONTROLS

Left Trigger: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit. Green: 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first).

Right Trigger: Places area mark. Placing two marks in different sections determines the editable area.

⬤ **button:** Displays the Area Menu.

⬆/⬇ **directional button:** Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

⬅/➡ **directional button:** Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

◯ **button:** Access Sequence Menu.

▶ **button:** Begin recording. Press to stop the recording session.

🅑 **button:** Places Right arrows / Deletes Right arrows that already exist / Cancels command selection.

🅧 **button:** Places Left arrows / Deletes Left arrows that already exist.

🅨 **button:** Places Up arrows / Deletes Up arrows that already exist

🅐 **button:** Places Down arrows / Deletes Down arrows that already exist / Confirms command selection.

Left thumbstick: Increases scroll speed in the sequence.

Right thumbstick: Changes width of the sequence.

MAIN MENU

When starting Edit Mode you can choose from the following selections:
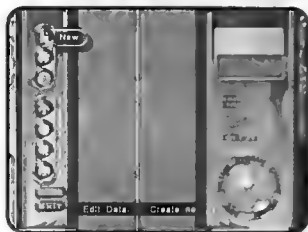
New Data: Create a new edit file.

Save: Save edit data. For newly created data the Data Manager will be brought up in Save As Mode.

Data Manager: Manage edit data saved on the Hard Drive.

**Guide:** View an on-screen tutorial about controls in EDIT MODE. This is very helpful.

Exit: End EDIT MODE and return to the Main Menu.

DATA MANAGER (GETTING STARTED)

In order to use EDIT MODE and create edit data files, you must use Data Manager. The Data Manager is a convenient organizational/management system of all edit data files stored on the Xbox® Hard Drive or in an Xbox® Memory Unit. The Data Manager is created on the Xbox® Hard Drive the first time the game is started. Within the Xbox® Hard Drive you can save up to 150 different edit data files. Additionally, you can save up to 20 edits on a single Xbox® Memory Unit.

You can also manage edit data saved in the Data Manager. The Data Manager offers many different functions for edit data files, such as copying, renaming, moving, saving, and erasing.
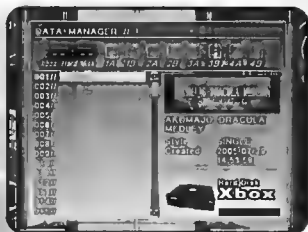
EDIT MENU:

NEW: Create a new edit file.

SAVE: Open menu to save or rename files.

DATA MANAGER: Manage edit data saved on the Xbox® Hard Drive.

OPTIONS: The following settings can be changed in the Options Menu
>   **INPUT TYPE:** You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).
>   **BGM:** Turns background music ON/OFF during editing.

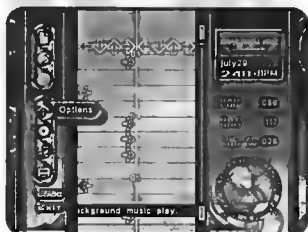**RECORD OPTIONS:** The following settings can be changed in the Recording Option Menu:
>   **PLAY TYPE:** Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.
>   **REPEAT:** Set loop play ON/OFF.
>   **SPEED:** Select the desired playback speed from 1-5 (1 slowest/5 regular).
>   **METRONOME:** Turn the metronome assist function ON or OFF.
>   **HAND CLAP:** Turn the hand clap assist function ON or OFF.

>   **INPUT SFX:** Turn the sound effect for entering/erasing an arrow during Over Input or Save Input ON/OFF.

Sequence Options: Access this section to adjust the arrow sequence in the edit window. See Sequence Options for more information.

Area Options: Access this section to adjust a selected area in the edit window. See Area Options for more information.

Guide: View an on-screen tutorial about controls in EDIT MODE.

Exit: End EDIT MODE and return to the Main Menu.

AREA OPTIONS (BLACK BUTTON):

SET AREA:
>   **START:** Marks the beginning of the editable area.
>   **END:** Marks the end of the editable area

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

PASTE: Places the data stored on the Clipboard beginning at the cursor.

CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

UNDO: Up to three previous operations/tasks can be undone. This allows you to correct your mistakes.

DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

REVERSE: Arrows in the selected area will be rearranged by the following options:
>   **MIRROR:** All arrows (Up/Down/Left/Right) will be reversed.
>   **UP/DOWN:** Only Up/Down arrows will be reversed.
>   **LEFT/RIGHT:** Only Left/Right arrows will be reversed.

QUANTIZE: This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the Quantize menu.

NOTE: Most commands cannot be used until two area marks have been set.

SEQUENCE OPTIONS (WHITE BUTTON):

PLAYSTYLE: Two different types can be set while editing (SINGLE and DOUBLE).

ZOOM: Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

>   **TRIPLE:** Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.
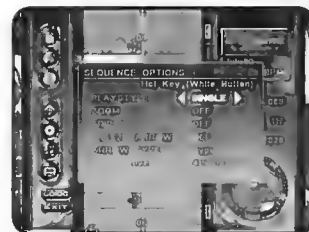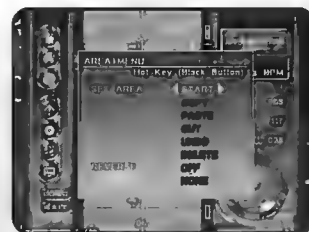
FREEZE ARROW: Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file.

The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) while pressing the up/down directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) while pressing the up/down directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ).

NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) and press the up/down directional button to adjust the desired length of the freeze arrow.

ARROW TYPE: Change the type of arrow displayed.

CURSOR LEVEL: Change the cursor level between 4th, 8th and 16th notes.

GETTING STARTED (EDIT MODE)

1) After starting the game for the first time, the Data Manager is created on the Xbox® Hard Drive.
2) Select NEW.
3) Select a song.
4) Select a play style (Single or Double).
5) Decide if Konami sample data will be used. If LIGHT, STANDARD or HEAVY is selected, the game will import the song's default step patterns to get you started with the re-editing process.
6) Begin placing arrows to create a new edit.
7) Save the edit data by selecting Save from the Edit Menu.
8) Choose an empty slot in the Data Manager to save the data.
9) Create a name for the edit data file.
10) Saved edit data can be re-edited after loading the data (Select Load from the pop up menu).

USING EDIT DATA IN DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)

GAME MODE
At the song selection screen press up or down on the Directional pad to choose the edit file. These are shown in purple and are only available for songs that have edit data available.

TRAINING MODE
On the Training Mode screen, highlight difficulty and press left or right on the Directional pad to choose the edit file. These are shown in purple and are only available for songs that have edit data available.

JUKEBOX MODE

JUKEBOX MODE allows you to listen to all of the music in the game without having to play. You can choose from one of the preset song lists, or create a custom song list with your favorite tracks. JUKEBOX MODE allows you to save two custom song lists. Make one now and let **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** serve as the DJ for your next party!
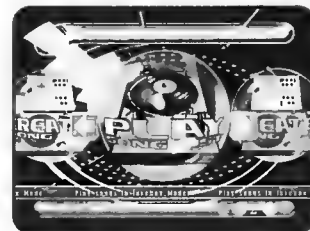
The following options are available in JUKEBOX MODE:

PLAY: Play any of the song lists.

CREATE1: Create custom song list number 1.

CREATE2: Create custom song list number 2.

CONTROLS FOR JUKEBOX MODE
Ⓐ button	Confirm Selection / Add Song / Delete Song
Ⓑ button	Cancel Selection / Back
Ⓧ button	Edit Playlist
Ⓞ button	Change Sort

CREATING A CUSTOM SONG LIST

1) Highlight CREATE1 or CREATE2 and press the Ⓐ button.
2) Scroll through the list of songs and find one you want to add.
3) Press the Ⓐ button to add it to the song list.
4) To remove a song from the list highlight it again and press the Ⓐ button.
5) Once you are happy with your song list press the Ⓑ button to return to the previous menu.

NOTE: You cannot have a song repeat. Each song can only be used one time in a song list. However, after the entire song list has concluded playing, it will automatically repeat at the top of the play list.

NOTE: You can tell which songs have been used as the song title and artist will appear in the scroll as text. Songs that have not been used will show the song title and artist in a graphical banner. When sorting songs by BANNER, all songs are displayed as graphical banners regardless if the song has been used or not.

OPTIONS

The OPTIONS screen contains a variety of settings that you can configure to suit your personal tastes. Press the left and right directional buttons to cycle through the desired options and press Ⓐ or the Ⓞ button to enter. After you have adjusted your settings, highlight Exit and press the Ⓐ button to confirm. You will return to the previous menu. Cancel a selection with the Ⓞ button. Refer to the on-screen instructions for further information.

The following options are available on the OPTIONS screen:

SOUND: Adjust sound settings.

CONTROLS: Vibration settings, Double Play controller settings, and DDR Controller settings.

GRAPHICS: Adjust graphic settings.

GAME: Adjust game settings.

DANCER: Adjust dancer settings for each player.

RECORDS: View the high scores and letter grades that have been achieved in GAME MODE.

PROFILE: Customize the player profile.

CREDITS: View the product staff credits for **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**.

EXIT: Press the Ⓑ button to return to the previous menu.

KARAOKE REVOLUTION®

Play a two track demo of Karaoke Revolution Party featuring the new Sing and Dance mode!

QUICKPLAY: Choose your character, choose your song and start singing!

SING AND DANCE: The ultimate test of your groove-a-licious abilities. You'll have to sing the selected song while dancing on the DDR Controller. Are you coordinated enough to do both at the same time?

CONTROLS FOR KARAOKE REVOLUTION
Ⓐ button .... Confirm Selection
Ⓑ button .... Cancel Selection / Back

NOTE: You will need an Xbox *Live*® headset communicator or Xbox® compatible microphone (sold separately) to play the Karaoke Revolution Party demo.

NOTE: Konami Digital Entertainment does not provide technical support for product demos. The developer of **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)** is not responsible for the contents of the Karaoke Revolution Party demo.

DANCING TIPS AND BEGINNER'S GUIDE

Follow these special tips to become a pro player.

- You are not penalized for hitting incorrect dance steps. You are only penalized for missing the correct dance steps. Many players find it easier to keep time by always dancing to the beat, even if there is a break in the arrows. It is also a good idea to reposition yourself on the DDR Controller before starting a complex dance pattern in order to start things off on the right foot.

- Avoid returning to the center while playing. Learn to move around the entire DDR Controller and utilize both feet when possible.

- To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.

- Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but you will be mastering Challenge courses in no time!

- Don't forget the Beginner difficulty and Training Mode. These are key to learning how to play and mastering difficult songs.

- Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, so that songs at higher difficulties become easier to learn or more fun to play. Also, if you are having difficulty with freeze arrows, turn off the FREEZE ARROW difficulty modifier.

- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in **DANCE DANCE REVOLUTION ULTRAMIX 3 (DDR ULTRAMIX 3)**. Over time you can learn how to pass the original version of the song.

- You can learn valuable dance tips and advice from other DANCE DANCE REVOLUTION players.

- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

CREDITS

KONAMI DIGITAL ENTERTAINMENT, INC.

PRODUCER
Masato Sakai

DIRECTOR
Hiro Chiwata

LEAD PROGRAMMER
Shawn Taras

PROGRAMMERS
Mike Saucedo
Matthew Nakao
Hiro Chiwata
Daniel DuBois

LEAD ARTIST
Kengo Suzuki

SENIOR ARTIST
Toshi Ideo

ARTISTS
Takahiro Nakajima
Masaki Sugimoto

3D ANIMATOR
Ty Robinson

MOVIE CREATION
Takehiro Hattori
Christopher Won
Jared Bailey
Yukito Kurita

PRODUCTION COORDINATOR
Kaori Saga
Miharu Ayakawa
Nobu Taguchi

AUDIO DIRECTOR
Jun Funahashi

MUSIC DIRECTOR & LEAD AUDIO DESIGNER
Stillwind

VOICEOVER DIRECTOR & SENIOR AUDIO DESIGNER
Rev. Dr. Bradley D. Meyer

AUDIO DESIGNER
Charles Shackford

UI MUSIC
The Duke of Pannekoeken
Charles Shackford

VOICEOVER RECORDING STUDIO
WaveGroup Sound, Fremont, CA

ENGINEER
Bill Frank

VOICE TALENT
Radio Active

THE BUBBLETTES
Dani de Bubble
Mr. Bubblestein
Rev. Bloopypants
Chuckie Bloopford

LEAD STEP DATA CREATOR
Mike Ngo

STEP DATA CREATORS
Bryant "Orochi" Kongkachandra
Shane "Miklotov" Leonard
Matt Mirkovich
Kevin "Jiggens" Mitchell
Mike Ngo
Brian "Lil b" Perez
Anthony "Jammar" Tran

WEB DESIGN
Dani De Wald

IT AND NETWORK
Sidney Oshiro
Greg Ellis

THANKS
Yasue Takada
Mitch Ueno
Mitsuhiro Nomi
Haruko Goldsmith
Daniel Tyrrell
Laurel Martin
Jarrod Phillips
Shin Hamanaka
Mark Subotnik
U1-ASAMi
Sota Fujimori
Atsushi Sato
Tetsuya Hiyoshi
Kaz Nirasawa
Yoko Sekiguchi
Shuji Takahashi
Ayako Tateyama
Martine Saunders
Terry Jones
Jaren Tolman
Mimi Shimada
Leslie Barton and her bottle of Patron

SPECIAL THANKS
Mike McHale and the Karaoke Revolution Party development team

EXTRA SPECIAL THANKS
Todd Durrant at A Different Drum
www.adifferentdrum.com

MOTION CAPTURE PROVIDED BY
hOuse of mOves (Los Angeles, CA)

EXECUTIVE OF PRODUCTION, MOTION CAPTURE
Tom Tolles

EXECUTIVE PRODUCER, MOTION CAPTURE
Jarrod Phillips

CHIEF OPERATING OFFICER
Matthew Lawrence

MOTION CAPTURE PRODUCTION MANAGER
Christopher Bellaci

PRODUCTION COORDINATOR
Greta Anderson

SENIOR MOTION CAPTURE ARTIST
Garret Gray

LEAD MOTION CAPTURE ARTIST
Darin Velarde

MOTION CAPTURE ARTIST
Michael Jantz

MOTION CAPTURE DIRECTOR
Johnny Ravenna

MOTION CAPTURE VIDEO ASSIST
Brian Wilson

STAGE MANAGER
Scott Webster

PERFORMERS
Kenny Harlow
Claire Kutsko

DANCE FOOTAGE PROVIDED BY
Groovaloos
www.groovaloos.com

ARCADE ORIGINAL STAFF

DIRECTOR
Inubushi Takashi

DESIGNER
Takeuchi Yoko
Yonezawa Kanako
Moroe Tomochika

PROGRAMMER
Narita Yoshihiko
Ohashi Takahiro

SOUND MANAGER
Takeyasu Hiroshi
Shikama Hideaki

SOUND PRODUCER
Maeda Naoki

SOUND ENGINEER
Goshima Akira

PRODUCT DESIGN PRODUCER
Muraki Hiroyuki
Yokoki Noriyuki

PRODUCT DESIGNER
Fukuda Junko
Oshio Michiyo

TECHNICAL WRITER
Minoda Hideaki
Sudo Mika

HARDWARE MANAGER
Okada Masahiro

HARDWARE DESIGNER
Nakano Tsuyoshi

MECHANICAL MANAGER
Mukasa Shigehito

MECHANICAL DESIGNER
Hine Ryo
Atobe Koki

SPECIAL THANKS
Tada Takao
Togami Kenji
Ishikawa Takayuki
Uchida Tomoyuki
Yamaoka Akira
King Opal
BeForU

PRODUCER
Ota Yoshihiko

EXECUTIVE PRODUCER
Tanaka Fumiaki

BEMANI MANAGEMENT
Akihiko Nagata
Kazuki Aoki
Yukio Nagasaki
Kazunari Okido
Takeshi Yamagami

SPECIAL THANKS
Kazunari Okido

TECHNICAL SUPPORT
Tokyo DDR console team

HOME VERSION CONTROLLER DESIGNER
Yoshiko Wada

KONAMI DIGITAL ENTERTAINMENT – LOS ANGELES

PRODUCER
Meghan Nishimizu

MUSIC LICENSING MANAGER
Michael Rajna

MUSIC LICENSING SPECIALIST
Natalie Martin

KONAMI DIGITAL ENTERTAINMENT - AMERICA

PRESIDENT
Tommy Gotsubo

CHIEF OPERATING OFFICER
Geoff Mulligan

SENIOR VICE PRESIDENT- SALES & MARKETING
Catherine Fowler

VICE PRESIDENT-OPERATIONS
Linda Stackpoole

VICE PRESIDENT- PRODUCTION
Kurt Busch

ASSOCIATE DIRECTOR OF MARKETING
Brad Schlachter

GENERAL COUNSEL
Nick Lefevre

PRODUCT MANAGER
Jason Enos

DIRECTOR OF MARKETING COMMUNICATIONS
Cherrie McKinnon

ASSOCIATE DIRECTOR OF PUBLIC RELATIONS
Marc Franklin

ASSOCIATE PUBLIC RELATIONS MANAGER
Denny Chiu

ASSOCIATE DIRECTOR OF CREATIVE SERVICES
Monique Catley

PRODUCTION SPECIALIST
Jennifer Groeling

GRAPHIC DESIGNER
Philip Travisano

OPERATIONS MANAGER
Kathie Tompkins

SENIOR DIRECTOR OF PRODUCT SUPPORT GROUP
Takeshi Minagawa

LOCALIZATION PRODUCER
Ken Ogasawara

ASSISTANT LOCALIZATION PRODUCER
John Saito

QA MANAGER
Michael Klug

QA ASSISTANT MANAGER
Tsuyoshi "Yashiki" Arayashiki

QA PROJECT LEAD
Jon Rivera

LEAD TESTER
Mike Ngo

TESTERS
Bryant "Orochi" Kongkachandra
Shane "Miklotov" Leonard
Matt Mirkovich
Kevin "Jiggens" Mitchell
Brian "Lil b" Perez
Anthony "Jammar" Tran
Milton Le

QA LIAISON
Sachiyo Davidson-Mizuta

QUALITY ASSURANCE TESTING
GSC-MC

CONSUMER SERVICES
Claire Moore
Brandis Dutton

MANUAL COPY
Off Base Productions

SPECIAL THANKS:
All GSC, KDE and AM Bemani staff, Stefanie Acken, Cary Au, Mike Babbit @ www.midihead.com, Mel Baltazar, Henry Bilbao @ HB Productions, Daniel Castillo, Michael Chan, Alan Cheng, Jean Chung, Ritche Corpus @ Logitech, Jay Dabhi @ Soltrenz Records, Neil De Guzman @ Republik Management, Randy Eckhardt, Adam Fenton, Jun Funahashi, Groovaloos, Shin Hamanaka, Duane Harden @ Soltrenz Records, Harmonix, Tetsuya Hiyoshi, Andrew Jenkins, Yasushi Kawasaki, Danny Ko, Jason Ko, Kevin Lo, Barbara Loo, Scott Loomis, Natalie Martin, Oliver Miyashita, Kaz Nirasawa, Meghan Nishimizu, Mike Ngo, Ken Ogasawara, Kaz Okido, Yoshihiko Ota, Rachel Reyes, Brett Robinson, Matt Robinson, Yasuhiro Shitan, Brad Smith, Nathan Stewart, Stillwind, Shuji Takahashi, Hiroshi Takeyasu, Tracey Thompson, Kathie Tompkins, Daniel Tyrrell, Kumi Watabe, WaveGroup, Renee Ya, Everyone @ KDE-A, the E3 dancers, anyone else involved in this project that was accidentally left out and to all Bemani fans in North America for supporting Konami's music games. Music To Your Head…

MUSIC CREDITS

"Butterfly"
Written by: Robert Uhlmann and Robin Rex
Performed by: Smile.dk
Copyrights: TG Publishing DK/EMI Music Publishing
Courtesy of EMI Records
Under License from EMI Film & Television Music

"Bye Bye Baby Balloon"
Performed by Joga
Written by: Giuliano Sacchetto, Nicola Ferrando,
Giordano Trivellato
Licensed from Sym Music
Published by Sym Music srl

"Together & Forever"
Performed by Captain Jack
Music: Udo Niebergall, Richard Witte
Lyrics: Udo Niebergall, Richard Witte, Liza Da Costa
Published by: Beatdisaster Publishing Germany
Vocals by: Franky Gee, Liza da Costa, M. Ball,U. Niebergall
Produced by: Udo Niebergall for Beatdisaster Records
P+C: Beatdisaster Records GMBH

"Superstylin"
Written by Cato/Findlay/Daniel/White/Lee
Performed by Groove Armada
Courtesy of Sony BMG commercial Markets UK
By arrangement with Sony BMG Music Entertainment
All Rights on behalf of Warner Chappell Music Ltd. (PRS)
Administered by WB Music Corp. (ASCAP)
All right reserved. Used by permission.
Zomba Enterprises, Inc. (ASCAP) o/b/o Zomba Music Publishers Ltd.
Universal-Polygram Int. Publ., Inc. on behalf of Universal Music Publ. Ltd. and Polygram Music Publ. Ltd.
© 2001

"Alphabet Aerobics (The Cut Chemist 2 1/2 minute workout)"
Written by L.McFadden for Uppercut Music (ASCAP) and
T.Parker for Gifted Music (ASCAP)
Performed by Blackalicious
Courtesy of Quannum Projects
www.quannum.com
© 1999

"Walk This Way"
Written by Steven Tyler and Joe Perry
Performed by Run-D.M.C with Steven Tyler and Joe Perry
Courtesy of Profile Records/Arista Records, Inc.
By Arrangement with Sony BMG Music Entertainment
© 1986

"Rock Lobster"
Written by Fred Schneider and Ricky Wilson
Performed by the B-52's
Courtesy of Warner Bros. Records Inc.
By arrangement with Warner Strategic Marketing
Published by EMI April Music, Inc. and
EMI Blackwood Music, Inc.
℗ 1979 Warner Bros. Records Inc.

"Istanbul (not Constantinople)"
Performed by They Might Be Giants
Courtesy of Elektra Entertainment Group
By arrangement with Warner Strategic Marketing
℗ 1990 Elektra Entertainment Group.
Written by Jimmy Kennedy & Nat Simon
©1953 (Renewed) Chappel & Co., Inc. (ASCAP)
All Rights Reserved. Used by Permission.

"Hateful"
Written and Performed by The Clash
Courtesy of and by arrangement with Sony BMG Music Entertainment
Universal-Polygram Int. Publ., Inc. on behalf of Nineden Ltd.
© 1979

"Where's Your Head At"
Written, Produced & Mixed by
F. Buxton, S. Ratcliffe & G. Webb
Performed by Basement Jaxx
Courtesy of Astralwerks
Under License from EMI Film & Television Music
℗ 2001 XL Recordings Ltd
Published by Universal Music
Taken from the album "Rooty" Cat No. XLCD 143
Contains a sample from "This Wreckage" &"M.E.",
written and performed by Gary Newman,
licensed Courtesy of
Beggars Banquet Records Ltd
and Universal Music Publishing
Licensed courtesy of XL Recordings Ltd
www.xlrecordings.com

"I Just Wanna Live"
Written by Benji & Joel Madden and John Feldman
Performed by Good Charlotte
Courtesy Of Epic Records
By Arrangement with Sony BMG Music Entertainment
Published by EMI April Music, Inc. and
EMI Blackwood Music, Inc.
© 2004

"Body Rock (Olav Basoski's Da Funk Da Freak Remix)"
Performed by Moby
Written by Moby/B. Robinson/G. Jackson
Published by Little Idiot Music/Warner-Tamerlane
Publishing/Spirit One Music o/b/o Sweet Soul
Music(BMI) Contains a sample of "Love Rap"
as written by Bobby Robinson and Gabriel Jackson
and performed by Spoony G & the Treacherous 3.
Used under license from Enjoy Records, Inc.
Additional vocals by Nikki D. Remixed by
Olav Basoski
www.v2records.com, www.moby.com
℗ 1999 Rave New World under exclusive license
to V2 Records, Inc.
Courtesy of V2 Records, Inc./Mute Ltd.

"Mi Alma"
Written and performed by: Ozomatli
Produced By: Steve Berlin
Co-Produced By: Ozomatli
Engineered and Mixed By: Dave McNair
Additional Musicians: Arturo Velasco, Trombone
Additional Writers : Andy Mendoza, Jose Espinosa
Published by: Ozomatli Music (ASCAP)- Almo Music Corp.
Almo Music Corp. on behalf of itself and Ozomatli Music
℗ 2001 Interscope Records
Courtesy of Interscope Records under
license from Universal Music Enterprises

"Hey Mama"
Written by Will Adams and Anthony Henry
Performed by The Black Eyed Peas
Copyright © 2003 Cherry River Music Co.(BMI)/
Will.I.Am Music Inc.(BMI)/LiftMoney/Greensleeves(PRS)
Worldwide rights for Will.I.Am Music Inc.
administered by Cherry River Music Co. (BMI)
All Rights Reserved.
Used By Permission
℗ 2003 Interscope Records
Courtesy of Interscope Records under license
from Universal Music Enterprises

"Virtual Insanity"
Written by Jason Kay, Toby Smith, Stuart Zender,
Derrick McKenzie, Buchannan Wallis and Simon Katz
Performed by wg feat. Austin Willacy
Published by EMI Blackwood Music Inc.

"Play That Funky Music"
Written by Robert Parissi
Performed by wg featuring Tony L.
©1976 by Bema Music a division of
Sweet City Records Inc.
o/b/o and as administrator of RWP Music.
All Rights Reserved.

"Crazy in Love"
Written by Eugene Record, Beyonce Knowles,
Richard Harrison, and Sean Carter
Performed by wg featuring Indra J
Unichappell Music Inc. (BMI),
EMI Blackwood Music Inc. (BMI), Dam Rich Music (BMI),
Beyonce Publishing (ASCAP), Hitco South (ASCAP),
EMI April Music Inc. (ASCAP) and
Carter Boys Publishing (ASCAP)
{CONTAINS SAMPLE OF "ARE YOU MY WOMAN?"
(EUGENE RECORD), Unichappell Music Inc. (BMI)}
ALL RIGHTS RESERVED. USED BY PERMISSION.
© 2003 by Music of Windswept (ASCAP)
o/b/o Hitco South and Beyonce' Publishing.
All rights administered by Windswept.
All rights reserved

"Whip It"
Written by Mark Mothersbaugh and Gerald V. Casale
Performed by DEVO
© 1980 Devo Music/Nymph Music, Inc.(BMI)
Courtesy of Warner Bros. Records Inc.
By arrangement with Warner Strategic Marketing
Published by EMI Virgn Songs, Inc.
℗ 1980 Warner Bros. Records Inc.

"What I'd Say parts I & II"
Written and Performed by Ray Charles
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Strategic Marketing
© 1959 (Renewed) Unichappell Music Inc.(BMI)
and Mijac Music (BMG)
All rights administered by Unichappell Music Inc.
All rights reserved.
Used by permission.

"So Many Times"
Performed by Gadjo featuring Aleaxandra Prince
Written by Alexandra Prince, Murat Arslan, & Serhat Sakin
Produced and Arranged by: Murat Arslan & Serhat
'Syke 'n' Sugarstar' Sakin
Vocals by: Alexandra Prince
℗ & © 2004 Subliminal Records Inc.

"Bath of Least Resistance"
Written by: Fat Mike
Performed by NOFX
Copyright Fat Wreck Chords

"Stakeout" (Ultra:mix)
Written by k.crooker(bmi)/j.gamache(bmi)
Performed by Freezepop
freezepop appears courtesy of the archenemy
record company, copyright freezepop 2004,
www.freezepop.com

"Hash the Sun"
Performed by Chatanix
Music:CHATANiX. Arrangement: Shinya Sugai.
©D.M.S Inc.. ℗2005 CHATANiX REC.

"The Cat in the Moon"
Performed by 901(clay)
© 901 All Rights Reserved.

"Raise Your Hands"
Written by Mike Babbit
Performed by Midihead
Courtesy of Black Toast Music

"Bassile"
Written and Performed by or-if-is
©2003 Harmony Machine
All rights reserved.

"I Am Gothic (2003 single)"
Written by autobahn/mclaren
Performed by Spray
www.spraynet.co.uk
Courtesy of Ninthwave Records
     www.ninthwaverecords.com
          © 2003 Copyright Control

"Midnight Frankenstein"
Written, performed, & produced by
Stay Gold Pony Boy
Copyright 2005 BestEvar Publishing(ASCAP)
From their self-titled debut album
Courtesy of Stay Gold Pony Boy
www.sgponyboy.com

"Hot on the Phone"
Written, performed & produced by Boyjazz
Copyright 2005 Touchmouth Publishing(ASCAP)
From the forthcoming album "Unlimited Nights and Weekends"
www.boyjazz.com

"Why (Club Mix)"
Written by Phillip Jidbrant
Performed by Nevarakka
Nevarakka appears courtesy of A Different Drum
www.adifferentdrum.com
"Why (Club Mix)" is from the Nevarakka single "I Am Trying",
the original version appears on the album "Color vs The Light"
© 2004

"Come With Me"
Written by Thomas Sandberg & Eric Skalin
Performed by Raindancer
Raindancer appears courtesy of A Different Drum
www.adifferentdrum.com
"Come With Me" is from the Raindancer album "Audio"

"Conflict (Turmoil Mix)"
written by Kristy Venrick and Steve Laskarides
Performed by The Azoic
www.theazoic.com - theazoic@nilaihah.com
Courtesy of Nilaihah Records
www.nilaihah.com
© 2004

"Imperfection (Tycho Brahe remix)"
written by G. Pappas/D. Sterry
Performed by Real Life
Remixed by Tycho Brahe
www.tycho.com.au
Real Life appears courtesy of A Different Drum
www.adifferentdrum.com
"Imperfection (Tycho Brahe remix)" is from the
Real Life album "Imperfection"
© 2004

"Nari Narien (Jay Dabhi remix)"
Performed by Hisham Abbas
remixed by Jay Dabhi
Contains sample of "Habibi Dah (Nari Narien)"
Written by Riad Al Hamshari & Aymen Bahjet Amar
Published by EMI Music Publishing (UK)
Master recording licensed courtesy of Soltrenz Records
http://www.soltrenz.com

"Come with Me"
written and produced by Yahel Sherman & Tammy Federman
Performed by Yahel & Tammy
www.DJYAHEL.com

"The Imperial Carnival"
Written and arranged by Chuji Nagaoka
Performed by Kumiko Shitara
Originally from the Konami game "Rumble Roses"
copyright Konami Corporation
© 2004

"The Spirit of Hawk"
Written by Yuka Watanabe
Arranged by cube
Originally from the Konami game "Rumble Roses"
copyright Konami Corporation
© 2004

"Delta 32 (UFO! Remix)"
Written by Edwin Garro
(original version by Coz)
Performed by True Force
Remixed by UFO!

"The Cult of Gnosyills"
Performed by Orange Koresh
Written by Chuck E. Myers and Big Idea Sound
copyright Konami Digital Entertainment
© 2004

"Rock-a-Billy Willy"
Written & Performed by Big Idea Sound, Inc.
copyright Konami Digital Entertainment
www.bigideainc.com
© 2005

"Dança de Yuka"
Written & Performed by Big Idea Sound, Inc.
copyright Konami Digital Entertainment
www.bigideainc.com
© 2005

"Love this Feelin' (Zonk Remix)"
Written by Akira Yamaoka
Remixed by Zonk
www.zonkaholics.com
copyright Konami Digital Entertainment
© 2005

"Balalaika, Carried with the wind (Jondi & Spesh mix)"
Written by Julie Ann Frost
Remixed by Jondi & Spesh
www.jondiandspesh.com
copyright Konami Digital Entertainment
© 2005

"Colors (Midihead Sapphire Mix)"
Written by dj TAKA
remixed by Midihead
www.midihead.com
copyright Konami Digital Entertainment
© 2005

"Jelly Kiss (Midihead's SMAK mix)"
written by Togo Project featuring Sana
remixed by Midihead
www.midihead.com
copyright Konami Digital Entertainment
© 2005

"Frozen Ray (dirtyhertz mix)"
written by dj TAKA
remixed by Dirtyhertz
www.dirtyhertz.com
copyright Konami Digital Entertainment
© 2005

"Moment 40"
written by Wolfgang Amadeus Mozart
remixed by Moshic
www.moshic.com
copyright Konami Digital Entertainment
© 2005

"Insaner"
written and performed by Jondi & Spesh
www.jondiandspesh.com
copyright Konami Digital Entertainment
© 2005

"Brilliant R.E.D."
written and performed by Naoki
featuring Tahiri Warker
copyright Konami Digital Entertainment
© 2005

WARRANTY

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a **KONAMI INSIDER**

Go to www.konami.com/gs to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!